

Objects as a Service



Global business software and services market size by 2029[±]

No progress since 1980s

Software development technology is still stuck with languages and approaches to build software developed in '80s.

More scalable horses, no automobiles.

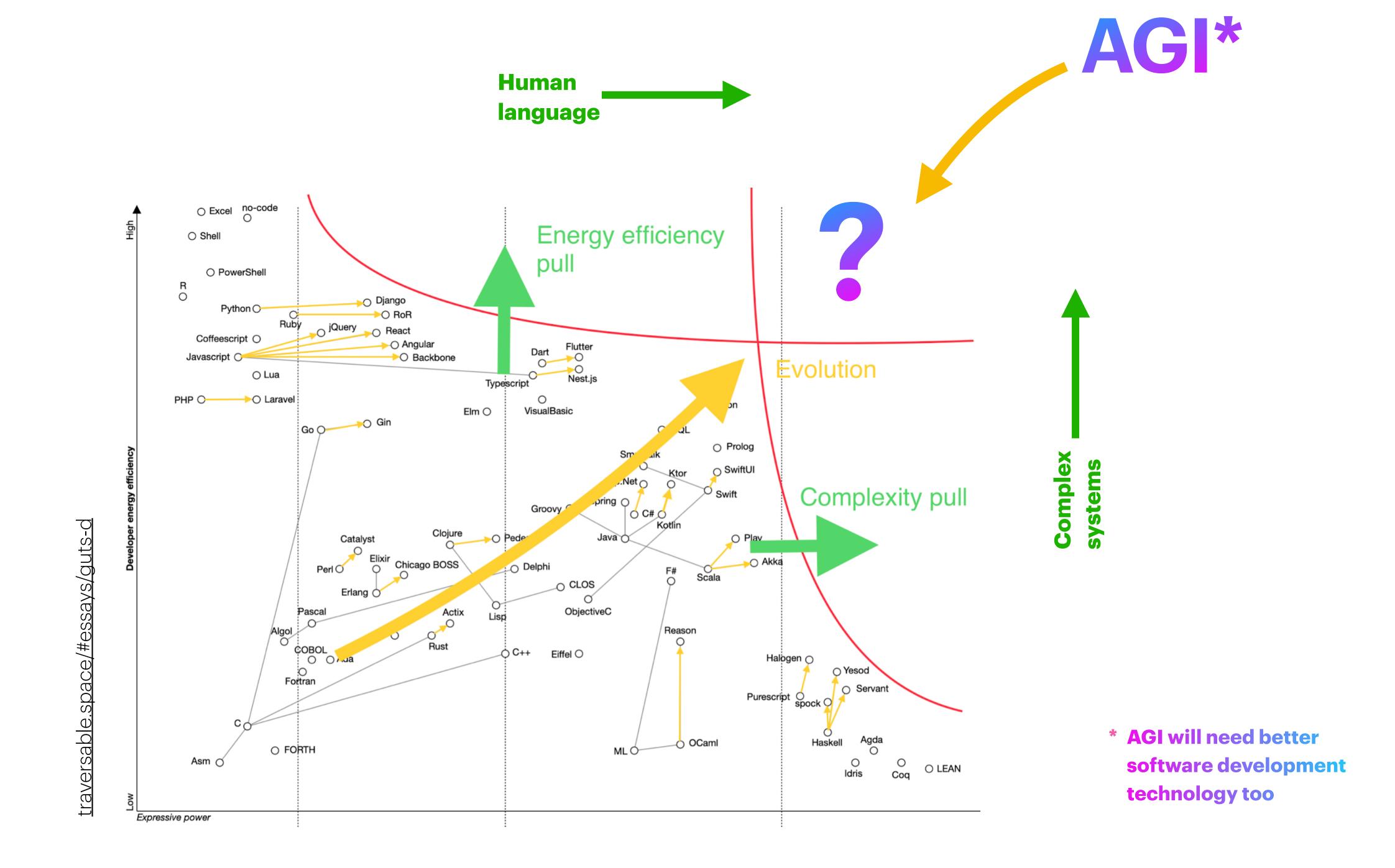
Evolution -

Need for *expressive power* and human *energy efficiency* are the main drivers and fitness functions of evolution

+ Future

"Instead of innovating out from the present, what you want to do is invent the future from the future. Go out and live in the future and bring the future back."

— Alan Kay

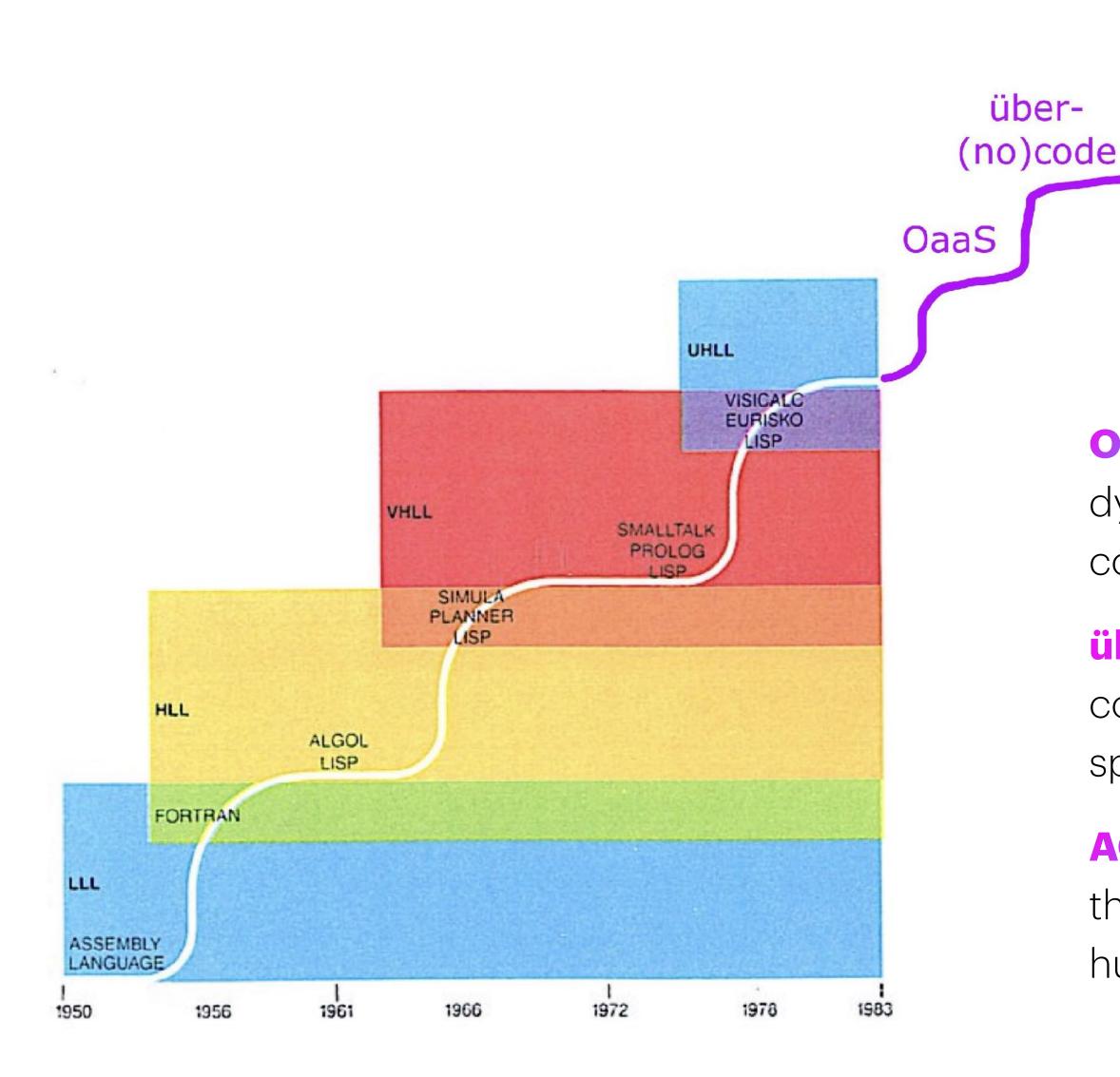


Complex Systems X Human Language

Build complex, evolving software systems using human language to define knowledge structure required to describe systems

OAAS → über-no/code → AGI-code

Build systems with no-code \rightarrow build systems with narratives \rightarrow build systems with human language \rightarrow have AGI build systems



Oaas: humans build complex software systems out of dynamically created and composed objects, without coding.

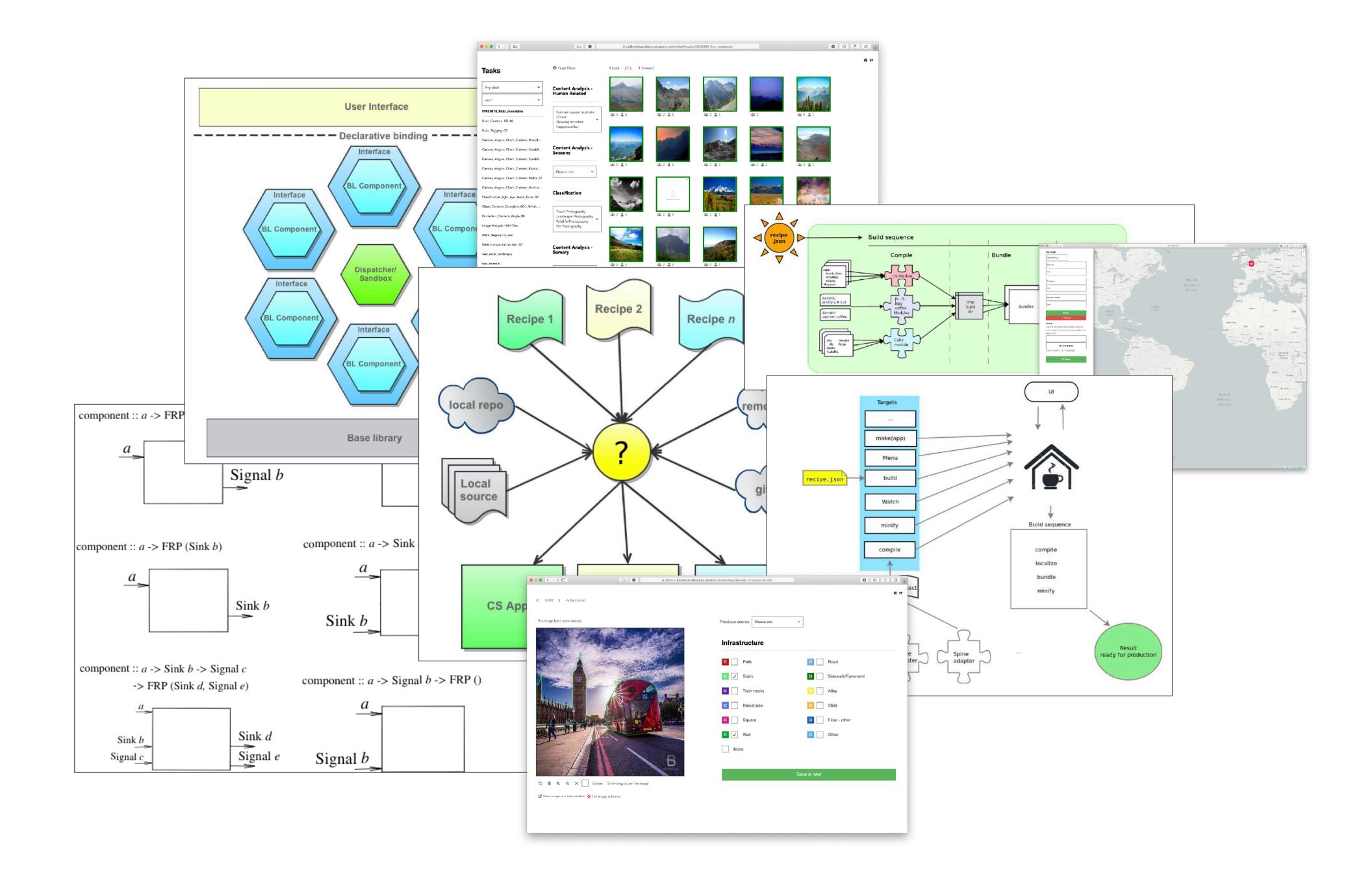
AGI code

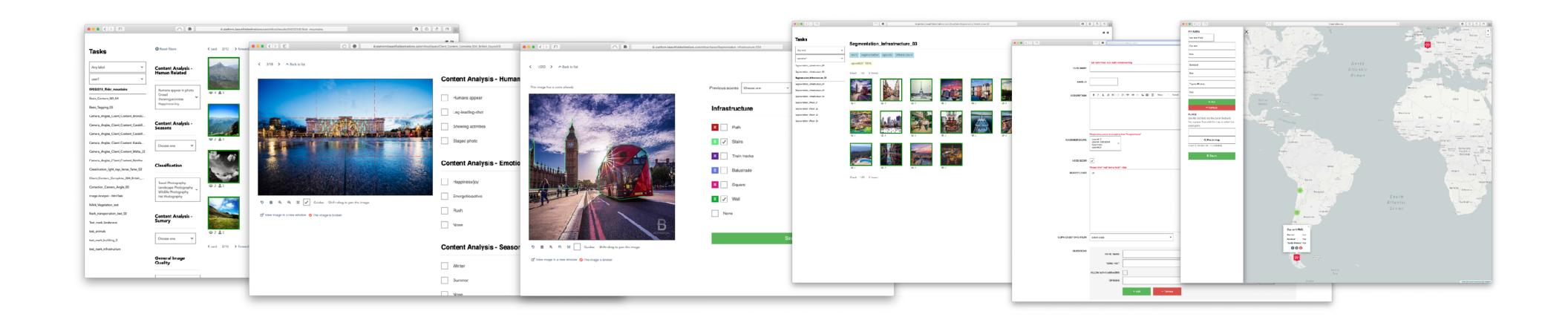
über-code/über-nocode: humans+*AI assistants* build complex software systems using human language to specify logical models, constraints and attractors.

AGI-code: AGI builds and updates logical models and the corresponding software by interacting with humans and the environment.

Proven with prototypes

Did enable building and evolving complex systems 10x faster, by non-programmers





Built in 3 days

An application which is more powerful and feature-rich than the main product of a company with \$20M funding after 2 years of development. Used in production in 3 days instead of a \$18k contract with the aforementioned company.

New industry

Everyone able to step-by-step define a logical domain model is able to build software.

"Instead of innovating out from the present, what you want to do is invent the future from the future. Go out and live in the future and bring the future back."

"Computer science inverts the normal. In normal science, you're given a world, and your job is to find out the rules. In computer science, you give the computer the rules, and it creates the world."

"If you want to make money, don't make a startup, start an industry."

— Alan Kay

EUGENE NAUMENKO

eugene@traversable.space

https://traversable.space

© 2022